

the child to cognitively react by manipulating one or more graspable objects in an desired fashion;

an educational appliance support structure, said support structure having a work space capable of receiving input from a child through the detection of the location of one or more graspable objects placed or manipulated on the work space;

one or more detectors associated with a work space, the detectors being capable of detecting the location of the one or more graspable objects placed or manipulated on the work space by detecting a mechanical downward force generated by the child's placement or manipulation of the one or more graspable objects on the work space; and

a processor capable of determining whether the location of the one or more graspable objects placed or manipulated on the work space corresponds to a desired response.

85. A system for promoting learning in a child as recited in claim 84, where said graphical environment comprises a visual image on the work space.

86. A system for promoting learning in a child as recited in claim 85, further comprising audio output device capable of providing one or more audio prompts assisting to prompt the child to cognitively react by manipulating one or more graspable objects.

87. A system for promoting learning in a child as recited in claim 86, wherein the audio output device is further capable of providing audio feedback to the

child depending on whether the location of the one or more graspable objects placed or manipulated on the work space corresponds to a desired response.

88. A system for promoting learning in a child as recited in claim 84, where said educational appliance includes a loadable memory.

89. A method for promoting learning in a child comprising the steps of:
presenting a visual graphical environment to a child, the graphical environment having one or more visual prompts, said prompts assisting to prompt the child to cognitively react by manipulating one or more graspable objects in a desired fashion;

receiving input from a child by detecting the location of one or more graspable objects placed or manipulated on a work surface comprising at least a portion of an educational appliance support structure;

detecting the location of the one or more graspable objects placed or manipulated on the work space by detecting a mechanical downward force generated by the child's placement or manipulation of the one or more graspable objects on the work space; and

determining whether the location of the one or more graspable objects placed or manipulated on the work space corresponds to a desired response.

90. A method for promoting learning in a child as recited in claim 89, where said graphical environment comprises a visual image on the work surface.

91. A method for promoting learning in a child as recited in claim 89, further comprising the step of providing one or more audio prompts assisting to prompt the child to cognitively react by manipulating one or more graspable objects.

92. A method for promoting learning in a child as recited in claim 91, further comprising the step of providing audio feedback to the child depending on whether the location of the one or more graspable objects placed or manipulated on the work space corresponds to a desired response.

93. A system for promoting learning in a child comprising:
a visual graphical environment for a child, the graphical environment presenting a child with one or more visual prompts, said prompts assisting to prompt the child to cognitively react by manipulating one or more graspable objects in an desired fashion;

an educational appliance support structure, said support structure having a work space capable of receiving input from a child through the detection of the location of one or more graspable objects placed or manipulated on the work space;

one or more detectors associated with a work space, the detectors being capable of detecting the location of the one or more graspable objects placed or manipulated on the work space; and

a processor capable of determining whether the location of the one or more graspable objects placed or manipulated on the work space corresponds to a desired response.

94. A system for promoting learning in a child as recited in claim 93, where said graphical environment comprises a visual image on the work space.

95. A system for promoting learning in a child as recited in claim 94, further comprising audio output device capable of providing one or more audio prompts assisting to prompt the child to cognitively react by manipulating one or more graspable objects.

96. A system for promoting learning in a child as recited in claim 95, wherein the audio output device is further capable of providing audio feedback to the child depending on whether the location of the one or more graspable objects placed or manipulated on the work space corresponds to a desired response.

97. A system for promoting learning in a child as recited in claim 93, where said educational appliance includes a loadable memory.

98. A method for promoting learning in a child comprising the steps of:
presenting a visual graphical environment to a child, the graphical environment having one or more visual prompts, said prompts assisting to prompt the child to cognitively react by manipulating one or more graspable objects in a desired fashion;

receiving input from a child by detecting the location of one or more graspable objects placed or manipulated on a work surface comprising at least a portion of an educational appliance support structure;

detecting the location of the one or more graspable objects placed or manipulated on the work space; and

determining whether the location of the one or more graspable objects placed or manipulated on the work space corresponds to a desired response.

99. A method for promoting learning in a child as recited in claim 98, where said graphical environment comprises a visual image on the work surface.

100. A method for promoting learning in a child as recited in claim 98, further comprising the step of providing one or more audio prompts assisting to prompt the child to cognitively react by manipulating one or more graspable objects.

101. A method for promoting learning in a child as recited in claim 100, further comprising the step of providing audio feedback to the child depending on whether the location of the one or more graspable objects placed or manipulated on the work space corresponds to a desired response.